

# (12) UK Patent Application (19) GB (11) 2 236 058 (13) A

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UK CL (Edition J) A6H H23R  
INT CL<sup>4</sup> A63F

(54) Board game

(57) A kit of parts for playing a game comprises a board, laid out as an athletics track together with marked field event regions; movable markers and flags, representing athletes and positions to be placed at different points of the track and field event regions; one or more dice, and one or more other chance means to carry variable instructions and/or results to be followed.

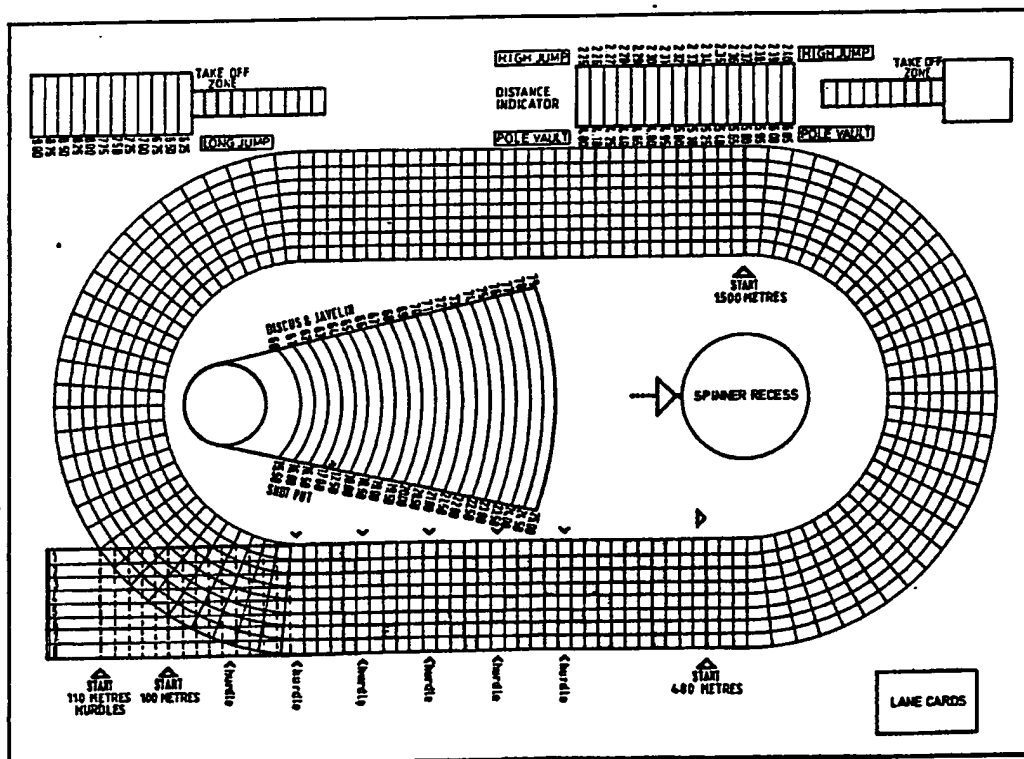
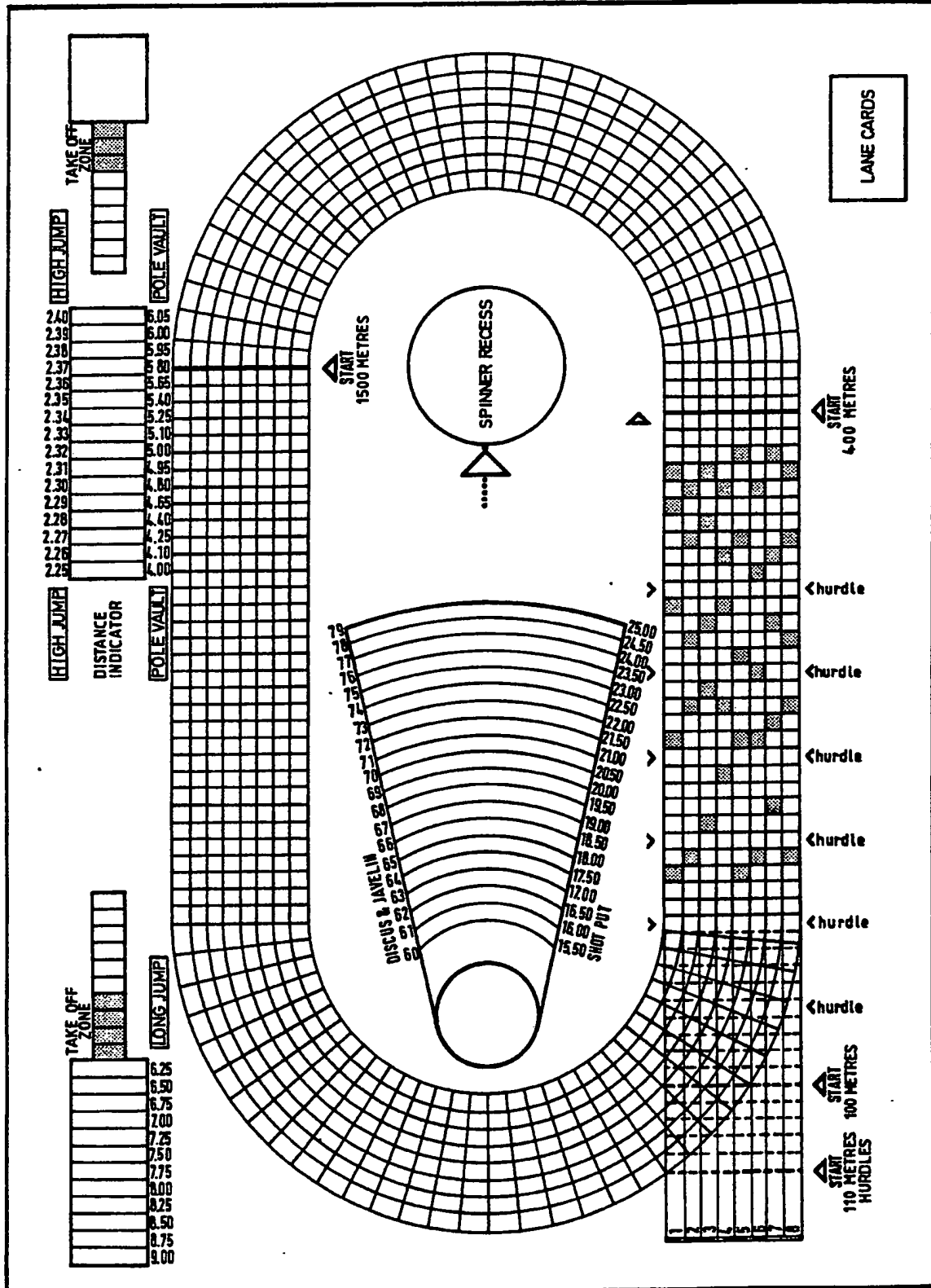


FIG.1

The claims were filed later than the filing date within the period prescribed by Rule 25(1) of the Patents Rules 1990.

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FIG.1



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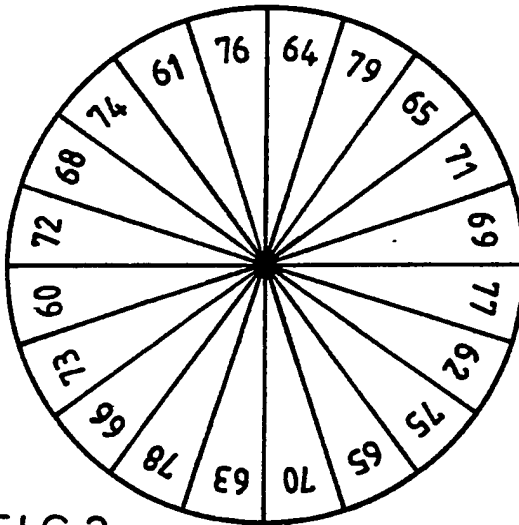


FIG.2

JAVELIN  
&  
DISCUS  
SPINNER

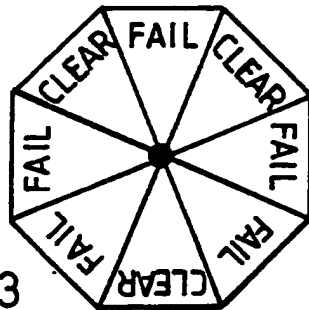


FIG.3

HIGH JUMP  
&  
POLE VAULT  
SPINNING TOP

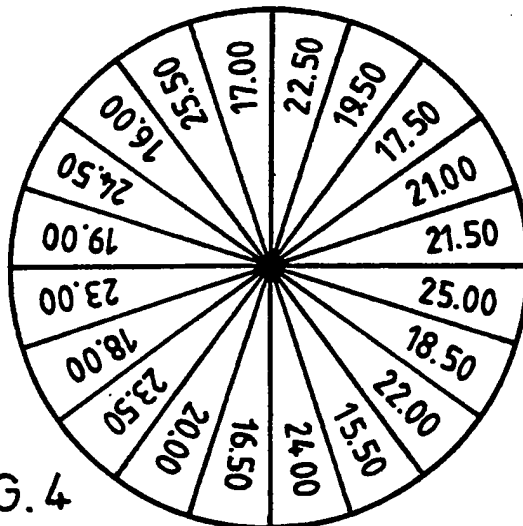


FIG.4

SHOT PUTT  
SPINNER

## HIGH JUMP POINTS CARD

2.40	1000 pts
2.39	990 pts
2.38	980 pts
2.37	970 pts
2.36	960 pts
2.35	950 pts
2.34	940 pts
2.33	930 pts
2.32	920 pts
2.31	910 pts
2.30	900 pts
2.29	890 pts
2.28	880 pts
2.27	870 pts
2.26	860 pts
2.25	850 pts

FIG.5

100 METRES  
400 METRES  
110 HURDLES  
1500 METRES  
POINTS CARD

1st.	1000 pts
2nd.	975 pts
3rd.	950 pts
4th.	925 pts
5th.	900 pts
6th.	875 pts
7th.	850 pts
8th.	825 pts

FIG.6

## LONG JUMP POINTS CARD

9.00	1000 pts
8.75	975 pts
8.50	950 pts
8.25	925 pts
8.00	900 pts
7.75	875 pts
7.50	850 pts
7.25	825 pts
7.00	800 pts
6.75	775 pts
6.50	750 pts
6.25	725 pts

FIG.7

## POLE VAULT POINTS CARD

6.05	1000 pts
6.00	990 pts
5.95	980 pts
5.80	970 pts
5.65	960 pts
5.40	950 pts
5.25	940 pts
5.10	930 pts
5.00	920 pts
4.95	910 pts
4.80	900 pts
4.65	890 pts
4.40	880 pts
4.25	870 pts
4.10	860 pts
4.00	850 pts

FIG.8

SHOT PUTT POINTS CARD	
25.00	1000 pts
24.50	990 pts
24.00	980 pts
23.50	970 pts
23.00	960 pts
22.50	950 pts
22.00	940 pts
21.50	930 pts
21.00	920 pts
20.50	910 pts
20.00	900 pts
19.50	890 pts
19.00	880 pts
18.50	870 pts
18.00	860 pts
17.50	850 pts
17.00	840 pts
16.50	830 pts
16.00	820 pts
15.50	810 pts

FIG.9

DISCUS & JAVILIN POINTS CARD	
79	1000 pts
78	990 pts
77	980 pts
76	970 pts
75	960 pts
74	950 pts
73	940 pts
72	930 pts
71	920 pts
70	910 pts
69	900 pts
68	890 pts
67	880 pts
66	870 pts
65	860 pts
64	850 pts
63	840 pts
62	830 pts
61	820 pts
60	810 pts

FIG.10

ATHLETE'S SCORECARD	
EVENT	POINTS SCORED
100 METRES	
LONG JUMP	
SHOT PUTT	
HIGH JUMP	
400 METRES	
110 HURDLES	
DISCUS	
POLE VAULT	
JAVELIN	
1500 METRES	
TOTAL	
POSITION	

FIG.11

M&amp;C FOLIO: CM7889

WANGDOC: 0161G

**BOARD GAME**

The invention relates to a board game.

The invention relates more particularly to a board game for simulating a multiple athletics competition such as a decathlon.

According to the invention there is provided a kit of parts for playing a game comprising a board laid out as a multi-running track together with marked field event regions, movable markers and flags, representing athletes and positions to be placed at different points of the track and field event regions, one or more dice, and one or more other chance means to carry variable instructions and/or results to be followed.

The parts may also include one or more of a set of hurdles, a high jump post, a set of lane position markers, a set of event cards and a set of player score cards.

By way of example apparatus for playing a game of Decathlon comprises:

1. A board having its surface marked out to represent an athletics track.

2. Eight figures representing eight athletes, numbered 1 to 8.
3. Two dice. One dice numbered 1 to 6, and another numbered 7 to 12.
4. A set of hurdles to be positioned on the board.
5. A high jump post and bar.
6. A set of lane position cards.
7. A spinning top marked with instructions for use in connection with the high jump and pole vault.
8. A spinning top marked with instructions for use in connection with the javelin and discus.
9. A set of marker flags numbered 1 to 8.
10. A set of event scorecards.
11. A set of players score cards.

The accompanying schematic drawings show:-

Fig. 1 the board;

Fig. 2 the spinner for use in the javelin and discus events;

Fig. 3 the spinner for use in the high jump and pole vault events;

Fig. 4 the spinner for the shot putt event; and

Figs. 5 to 11 the scoreboard for the high jump, 100m, 400m, 110 hurdles, 1500m, long jump, pole vault, shot putt, discus, javelin and composite athlete's summary and total respectively.



## THE RULES OF THE GAME - HOW TO PLAY DECATHLON

The game comprises 10 events as the normal Decathlon event at an athletics meeting.

The events are placed in the following order:

1. 100 Metres
2. Long Jump
3. Shot Putt
4. High Jump
5. 400 Meters
6. 110 Hurdles
7. Discus
8. Pole Vault
9. Javelin
10. 1500 Meters

Each player shall choose an athlete of his choice, which will represent the player throughout the game.

Each event has a corresponding scorecard showing the points awarded for the score achieved, or placing achieved in the event.

The winner is the player who accumulates the most number of points from all ten events. All ten events must be completed by each player.

## STARTING THE GAME

Each player takes a lane position card from the pack which should be shuffled face down before the game commences. This dictates the player's lane position and order of play, ie lane 1 starts first, lane 2 starts second, etc.

Each event is played in the following way:

### 1. 100 METRES

For this event the dice marked 1 to 6 is used.

Each player places his athlete on the starting line in his correct lane position.

The first player throws the dice and the number thrown indicates the number of squares the player may move along the track. The second player then continues, then the third player, etc.

If a player lands on a coloured square, the player shall miss one go.

The winner is the player first over the Finishing Line after all players have had equal throws of the dice. If more than one player crosses the Finishing Line in the same round of throws, the player furthest past the Finishing Line wins the event.

All the players then mark their scorecards recording the points received in accordance with their finishing position, ie 1st - 1000 points etc.

## 2. LONG JUMP

For this event the dice marked 1 to 6 is used.

Player No 1 throws the dice and moves his athlete along the long jump run-up the number of squares corresponding to the number thrown. Player No 1 then throws the dice again and moves his athlete accordingly. If the player has not reached the TAKE-OFF ZONE in the two throws, the attempt is ruled to be a "foul jump". If the player has reached the TAKE-OFF ZONE the player takes a third throw of the dice. Where the player lands is the distance achieved and the distance shown along the side of the pit is recorded.

Player 2 then follows, etc.

Each player has three attempts and the longest jump achieved is noted for scoring purposes.

Each player records his best distance on his scorecard and the points awarded according to the distance jumped. should a player throw three consecutive sixes, that player is entitled to a fourth throw.

### 3. SHOT PUTT

The shot putt spinner is placed in the spinning well. Player 1 spins the wheel and when the wheel stops, the position of the arrow indicates the players score. If the arrow lands on a line between two distances, the lowest distance shall be awarded to the player.

The player places his marker flag on the corresponding distance on the field.

Player 2 then follows etc.

Each player has two attempts, recording his best distance, and checks this with the Shot Putt scorecard and marks his number of points on his own scorecard.

### 4. HIGH JUMP

For this event the dice marked 1 to 6 and spinning top are used.

Player 1 has two throws of the dice to reach the TAKE-OFF ZONE. Once the player has reached the TAKE-OFF ZONE, he spins the top. If the top lands on "clear" the player moves his flag to the height achieved division.

Each player has three attempts to clear each height. If a player fails to clear on all three attempts, the player is eliminated from the event.

At the end of the event, all players check the points

awarded for the height achieved with the High Jump scorecard and mark their number of points on their own scorecards.

#### 5. 400 METRES

For this event both dice are used.

This event is played the same way as the 100 Metres, but for the first 300 metres the two dice are used. When the player crosses the 300 METRE LINE his next, and following throws are taken with one dice only. If a player lands on a coloured square he misses one turn. The winner is decided exactly as the 100 Metres event. The player records his points scored, for the position achieved from the 400 Metres scorecard, onto his own scorecard.

#### 6. 110 HURDLES

For this event the dice marked 1 to 6 is used.

Place the hurdles on the lines as indicated on the track. This event is played the same way as the 100 Metres, but this time the coloured squares are ignored. If a player lands on a hurdle he misses one turn. The winner is decided exactly as the 100 Metres event.

The player records his points scored, for the position achieved from the 100 Hurdles scorecard, onto his own scorecard.

#### 7. DISCUS

For this event the Discus spinning wheel is placed in the SPINNER RECESS.

The event is played in exactly the same way as the Shot Putt event.

Each player has two attempts, recording his best distance and checks this with the Discus scorecard, and marks his number of points on his own scorecard.

#### 8. JAVELIN

This event is played exactly as the Discus event. Each player has two attempts, recording his best distance, and checks this with the Javelin scorecard, and marks his number of points on his own scorecard.

#### 9. POLE VAULT

This event is played exactly the same way as the High Jump, the winner decided as that event.

#### 10. 1500 METRES

This event is played exactly the same way as the 400 Metres, with the winner decided as that event.

## CLAIMS:

1. A kit of parts for playing a game comprising; a board laid out as a multi-running track together with marked field event regions; movable markers and flags, representing athletes and positions to be placed at different points of the track and field event regions; one or more dice; and one or more other chance means to carry variable instructions and/or results to be followed.
2. A board game as claimed in claim 1 wherein the parts include a set of event cards which provide point scores to correspond to the result achieved in each event.
3. A board game as claimed in claim 1 or claim 2 wherein the parts include a set of player score cards for each player to mark his point score in each event.
4. A board game as claimed in claim 1, 2 or 3 wherein the parts include a set of hurdles.
5. A board game as claimed in any one of claims 1 to 4 wherein the parts include a high jump post and bar.

6. A board game as claimed in any one of claims 1 to 5 wherein the parts include a set of lane position markers.

7. A board game as claimed in any one of claims 1 to 6 wherein the board has its surface marked to represent an athletics track.

8. A board game as claimed in any one of claims 1 to 7 wherein the parts include a set of lane position cards.

9. A board game as claimed in any one of claims 1 to 8 wherein there are two dice.

10. A board game as claimed in claim 9 wherein one die is numbered from 1 to 6 and the other die is numbered from 7 to 12.

11. A board game as claimed in any one of claims 1 to 10 wherein the chance means includes at least one spinning top, marked with instructions.

12. A board game as claimed in any one of claims 1 to 11 wherein the chance means include three spinning tops, each marked with instructions for use in conjunction with at least one event in the game.



13 A board game as claimed in claim 11 or claim 12 the board is provided with a spinner recess in which at least one the spinning tops may be spun, the recess having indicating means to indicate the instruction on the spinning top

14. A board game as claimed in claim 11, 12 or 13 wherein the parts include two spinning tops each marked in regions around the perimeter of the top with scores representing distances achieved in at least one field event.

15 A board game as claimed in any one of claims 1 to 14 wherein eight moveable markers are provided, to represent eight athletes numbered 1 to 8.

16 A board game as claimed in any one of claims 1 to 15 wherein there are at least 6 event cards to represent 10 events in the game.

17 A board game as claimed in any one of claims 1 to 16 wherein a score card is provided for each player.

18 A board game as claimed in any one of claims 2 to 17 wherein the points for the track events are indicated on the same event card.

19 A board game as claimed in any one of claims 1 to 18 wherein the events are the same as, and played in the same order as an athletics decathlon.

20. A board game as claimed in any one of claims 1 to 19 wherein point scores are awarded in the same way as points are awarded in an athletics decathlon.

21 A board game substantially as hereinbefore described with reference to, and as illustrated in, the accompanying drawings.